



BeagleTM Bros
INDOOR SPORTS

**UNLOCKED &
UNPROTECTED**

Compatible with:

- Apple IIe
- Apple II
- Apple II+

BEAGLE BAG

by Bert Kersey and the Beagle Bros Staff



**12 Listable & Copyable Apple Games
Plus a Bonus MENU Utility**

BEAGLE-MENU displays only the file names you want on the screen (for example, only APPLESOFT files, or only LOCKED files) for quick one-key cursor selection. Compatible with all of your normal 3.3 disks.



Dear Customer,

We just found a minor bug in early copies of our BEAGLE MENU program: It seems that if you boot either a BEAGLE BAG or TYPEFACES disk and then Run Beagle Menu, you won't be able to access the top file name with the cursor. With other disks, Beagle Menu works fine.

If your copy of Beagle Menu has a program Line 112, the problem has already been fixed. However, if Line 112 is missing, LOAD BEAGLE MENU and add:

```
112 POKE 44483,32: POKE 44484,47: POKE 44485,174
```

Now UNLOCK BEAGLE MENU, SAVE BEAGLE MENU & LOCK BEAGLE MENU.

In case you're interested, these pokes re-install the normal extra carriage return after the "Disk Volume" heading. We re-worded this heading with Dos Boss to read "BEAGLE BAG" and "]TYPEFACES". You will notice these words at the top of all your catalogs until you boot another disk.

Have fun, and I hope we found the bug before you did!

Bert Kersey
Bert Kersey
Beagle Bros



Beagle Bag

by Bert Kersey & the Beagle Bros Staff

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I won't be any trouble. This Beagle Bag disk
want to be used only on an Apple II Computer.
tempt at utilizing the disk in some other mann
ill result in complete frustration and embarrass
or the user. For example, an Apple disk will NOT
play on a record turntable or automobile cassette
player (not to mention a player piano). Also, neve
ed a floppy disk to a basket hound without getti
written permission from the Humane Society. If
Beagle Bag disk ever bursts into flames while a
drive, do not phone Beagle Bros. Instead, go
refrigerator and find a can of warm root beer.
our the root beer on your keyboard and wait thr
days. If this doesn't work, phone this number: 7
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Beagle Bag" is just a name we made up the other
ent at the dinner table. Anyone caught using these
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our free cash directly from Beagle Bros, all you h
do is send in a description of your Apple and
peripherals (and a check for \$200 made payable
Beagle Bros) to Beagle Bros, 1000 La Jolla Village
San Diego, CA 92161.

General Information

BEAGLE BAG is a disk full of games for your Apple computer. You may be surprised to find that it is a **NORMAL DISK**, just like ones you have initialized yourself. Most other game disks on the market are "locked up" and won't respond to everyday DOS commands. Not Beagle Bag— you can **CATALOG** it, **LOAD** from it, **SAVE** to it, **DELETE** and **RENAME** programs... **ALL** that good stuff. Even **ctrl-Reset** works "normally" (almost) instead of causing a memory-scrambling re-boot. Most software manufacturers lock their disks to (try to) prevent piracy. Beagle Bros trusts you and leaves programs unlocked to make them more friendly and more usable. We appreciate your support; don't pirate our disks, and we won't pirate yours.

The first thing you should do with Beagle Bag is **BACK THE DISK UP** using one of the "Copy" Programs from your System Master disk (or any other Apple copy program). Store the copy or master in a safe place, away from prying magnetic fields.

If you're not using one of the two Menu programs on the disk, you can **RUN** a Beagle Bag game just like any other Applesoft program— Type "**RUN**" followed by the program name and hit Return. **ENDING** programs follows standard procedures too— type **CTRL-C** (sometimes **ctrl-C/Return**) or hit **ctrl-RESET**. You will usually be given the option of re-running the program or returning to Short Menu.



Short Menu

BOOTING* the Beagle Bag disk is a good idea, because it installs Apple's normal Disk Operating System in your Apple and runs "Short Menu", a streamlined version of the more all-purpose "Beagle Menu" (see next page). After Short Menu displays the game names, use the Arrow keys to move the flashing cursors to the game you want. Hit Return to run the game or Esc to quit the Menu. Selecting the "(Catalog Disk)" option does just what it says. Some Beagle Bag games don't appear in the Menu, but will be seen in the catalog.

You may adapt Short Menu to any normal disk. Type your Apple-soft (and Integer) program names, 16 maximum, separated by commas, into a Data statement similar to Short Menu's last program line (which you must DELETE). END YOUR DATA STATEMENT WITH A COMMA, and SAVE your new menu BEFORE you run it. If you are having problems, you may want to temporarily delete the "Onerr Goto" command near the start of the listing.

* If you're new around here— To "boot" a disk, type "PR#6" and hit Return. If this fails, turn the power off, insert the disk in the drive, and power-up again.

Beagle Menu

The Beagle Bag disk contains a multi-purpose program called "Beagle Menu" that will display only the file names you want in a text screen menu. Go ahead and run it with any normal-DOS disk in your drive. Beagle Menu will take over your Apple, first scanning the catalog and then displaying certain files for menu display and execution. BEAGLE MENU WILL PROBABLY NOT WORK IF YOU HAVE NON-STANDARD DOS IN MEMORY. To get standard DOS in memory, boot a normal disk like Beagle Bag or the System Master.

PROGRAM LINE 100 determines which file names will be displayed in the menu. Load Beagle Menu by typing "LOAD BEAGLE MENU" (return). Then type "LIST 100" (return). You might see—

100 S=1: B=0: A=1: I=0: T=0: U=0

S, B, A, I, T and U stand for **S**ector-numbers and **B**inary, **A**pplesoft, **I**nteger, **T**ext and **U**nlocked files. The number **1** means DISPLAY that file-type; a value of **0** (zero) means DON'T DISPLAY it. In the example above, Sector-numbers to the left of each file name WILL be displayed (S=1); Applesoft files WILL be displayed (A=1); Binary, Integer and

Text files will NOT be displayed (B=0, I=0 and T=0), and Unlocked files will NOT be displayed (U=0). For almost ALL practical purposes, you should LEAVE VARIABLES B AND T SET EQUAL TO ZERO.

Change Line 100 to fit your needs, and SAVE the program before you run it by typing "SAVE BEAGLE MENU" (return). Of course, if you want, save it under the name "HELLO" or "N" or even "VISI-CALC"; I don't care. "N" is nice, because you can simply type "RUNN" to run it. There is a handy program called "Master Create" (on your System Master disk) that you can BRUN to change the name of a disk's "Greeting Program", the program that automatically runs when you boot that disk.

When Beagle Menu is Run, it will first "read" the disk that is in the drive and then "catalog" it. If and when the screen is full (every 20 names), the program will "take a picture" of that "page" and store it in memory, then proceed to the next page of 20 file names.

You will then see Page 1 on the screen with an inverse "cursor" to the left of the top file name. To move the cursor, use the Left and Right Arrow keys. If you move the cursor beyond the first or last file name on the screen, Beagle Menu will look for another page to display. Play with it and you'll see what I mean.

Pressing Return will execute the program at the cursor. Apple-soft or Integer files at the cursor will be **RUN**; Text files will be **EXEC**'d (probably inappropriate from a menu program, come to think of it...); and Binary files will be **BRUN**. You must remember (or learn now) that many Binary files are NOT MEANT to be BRUN, but BLOADED instead. If you BRUN a stored picture-file, for example, you will "crash" into the monitor, giving you an asterisk-prompt and a flashing cursor.

Typing "L" will **LOAD** an Applesoft or Integer file (wiping out Beagle Menu, of course), or **BLOAD** a Binary file. A BLOAD won't necessarily be obvious; for example, BLOADing a hi-res picture won't SHOW you the picture, it will just load it into memory. But then that's another subject.

Typing "H" will display the **HELP** Page. "Help" pretty much explains the rest of Beagle Menu's functions, so I won't cover them here.

In response to the comments I have had so far on this program—

Q. Why don't you display Free Sectors all of the time?

A. Because free sectors are a fact you don't usually need to know when you are running a menu program. The less information on the screen, the better, especially for beginners or non-computerers (a good reason not to display sector-numbers).

Q. Why not include other "housekeeping" commands, like Lock, Unlock and Rename?

A. I'll leave that for you to do. It kind of seemed like over-engineering to me, maybe best included in some other program.

Q. Is this a Public Domain program?

A. Heck NO!



Buzzword

BUZZWORD is a word substitution game that's good for at least a few laughs. Running it will produce a menu with Options 1-6.

Options 1-5, "Computer's Stories": Buzzword places five stories in memory. Select one of them and read along. The story will be automatically typed except for the missing "buzz words". You select the word by pressing any letter key, A-Z. The computer will then supply a word that begins with the letter you typed. Try any letters you like. Use different sequences (for example, your name, A-B-C..., etc.) for different results.

Option 6, "Type Your Own Story": Select 6 from the menu and you can type your own Buzzword story. The computer will supply a buzz word whenever you press a **NUMBER** key. If you want a number as part of your story, you'll have to spell it out. The chart at the top of the screen indicates the part-of-speech of the buzz word. If you don't like the word the computer gives you, back-space over it and request a new one. You may save or load a story to or from disk by typing an "@" . To erase your story and go back to the menu, type two asterisks.

To put your own computer stories (for Options 1-5) in memory, look at program Lines 9000-9600. All text is entered as an A\$ string. When a **NUMBER** is encountered in A\$, a buzz word is inserted—

- | | |
|---------------------|---------------------------|
| 1: PERSON | 5: VERB |
| 2: PLACE | 6: PAST-TENSE VERB |
| 3: THING | 7: ING VERB |
| 4: ADJECTIVE | |

0: Repeat the last buzz word whose number was followed by a slash.

To view Buzzword's vocabulary by category, exit the program and List Lines 10000-10100. For an alphabetical listing, Run the program, exit, turn on your printer (probably with "PR#1"), and type "GOTO 22222" (return). Change any words you want in Lines 10000-10100 (keep the **NUMBER** of words the **SAME**), and "Save Buzzword Version #2".



SIXTEENTH FLOOR...
Ladies Wear, Appliances,
Light Bulbs, Door Knobs,
Modems, Language Cards...

Elevators

ELEVATORS is a real-time action game played with 12 keys plus the Space Bar. When you run the game, you will see a 10-res building with four elevators, the numbers "00" on the left and "5:00" on the right. To start the game, press Return.

Three keys operate each elevator car. Car #1, the car on the left, is controlled by the **1, Q & A** keys; Car #2 by **2, W & S**; Car #3 by **3, E & D**, and Car #4 by **4, R & F**. Notice that these four groups of keys are in four vertical columns on the keyboard. The TOP row of keys (1,2,3,4) make elevator cars 1, 2, 3 and 4 go UP. The BOTTOM row of keys (A,S,D,F) make cars 1, 2, 3 and 4 go DOWN. And the MIDDLE row of keys (Q,W,E,R) make the cars STOP and pick up passengers.

The object of the game is to pick up as many carloads of passengers as possible between 5:00 (game starts) and 5:30 (game ends). The number of passengers you have delivered is indicated by the graphics number on the left of the screen. The time is shown on the right.

Random lights will appear on various floors of the building. These lights represent passengers wanting to get out of the building. Any elevator car may respond to any light. To pick up the passengers, simply send any elevator car UP (1, 2, 3 or 4 key) to the lit floor and STOP (Q, W, E or R). Passengers will get in the car ONLY if it is UNOCCUPIED. If you stop an empty car at a lit floor, the floor light will go off and the car itself will light up. It is now FULL. You must now send the elevator DOWN (A, S, D or F) to the ground floor. Once the car is there, passengers will automatically get off, and you will be credited with a carload of passengers on the scoreboard.

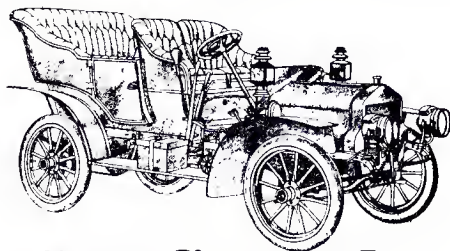
Plan-ahead strategy is necessary for high scores. Don't wait for floor lights before sending a car up. Instead, send cars up in anticipation, and position them apart from each other ready to respond to nearby floors. This is the way real elevators work. If a car is stopped at a floor, and a light comes on, passengers will automatically get aboard. It is also advisable to keep one of the cars near the bottom floor, because lower-floor passengers can be handled in the fastest

time. In this building, it could be a real disadvantage to be on an upper floor, but WINNING is what counts, RIGHT!?

You may speed things up by pressing the **Space Bar** to cut the power to one or more cars, thereby putting all energy into the remaining ones. The text below each car will indicate whether or not it is on. If your time is about to run out, and you're trying to get that last carload of passengers down, Car #1 may be speeded up greatly by turning off the power to Cars 2, 3 and 4.

Variations:

- a. Beginners often like to learn using only one elevator car for an entire game, then two, etc.
- b. One player takes Cars 1 and 2; another takes 3 and 4. This makes it easier to concentrate on what's happening, and higher scores are often possible.
- c. Try using one, two, three and four cars and compare scores with other players using the same set. You may be surprised!
- d. If you own a compiler, compile Elevators and stand back!



Gas Crunch

GAS CRUNCH needs only one instruction: It IS possible to win, so don't give up.



Hang Person

You don't need instructions for Hang Person do you? I didn't think so. For two players or more, one player can enter a secret word or words for others to guess. For one player, hit Return-only and the computer will "think" of a word or words for you to guess. To change the computer's words in the program, List Lines 10000-10140 and replace any words you want, but keep the total at 150. The program decides which of the 150 words to pick in Line 9000.



Magic Pack

MAGIC PACK consists of four tricks: PLENTY QUESTIONS, 21 NUMBERS, NEXTWORD and CARD SCANNER. Select them all from Magic Pack's menu. Plenty Questions and Card Scanner are not meant to be run by anyone other than a "magician" (you?) who has PRACTICED with these tricks.

1. Plenty Questions

PLENTY QUESTIONS involves some "computer magic", and you are the magician. YOU MUST PRACTICE THIS TRICK several times to get the hang of it (it's worth it; audiences really enjoy a slick presentation of this trick).

The object of Plenty Questions is for the computer to guess the audience's secret word by asking certain "Yes or No" questions.

Tell someone to think of an object (in this case, any word or words that can follow the word "a" or "an"). You must be sure that the secret word is 16 characters in length or less (12-or-less is better), containing only the letters A through Z, spaces, hyphens and/or apostrophes. NO PERIODS allowed.

When you see "Hit Any Key When Ready", pretend as though you are hitting just ANY key, and casually (but carefully) hit **ctrl-A** (the CTRL key, then the A key; holding both down at the same time). You are now in the "Magic Mode". If any key OTHER than ctrl-A is hit



first, the trick WILL NOT WORK (see "Non-Magic Mode" below). The computer will now ask a random question and wait for a Yes or No answer.

The first character you type before each answer WILL NOT APPEAR on the screen. This is the big secret of Plenty Questions! Your job as the magician is to carefully spell the secret word, one letter at a time, one question at a time, with an INVISIBLE SECRET LETTER before each answer.

The computer's questions and your answers are irrelevant. You should type mostly "Yes" and "No" answers with an occasional "Sometimes" or "???" to make the trick more believable. Other answers such as "Never" or "No Way!" are appropriate too.

The best time to type the secret letter (remember, no one must know you are doing it!) is WHILE the computer is typing out its question. At this time, all eyes will be on the screen and not on you or the keyboard. You can even read the question out loud to distract everyone from any sound or movement from the keyboard. After you type your secret letter and your Yes or No answer, press the Return key. You will know each secret letter has been entered into the computer's memory when the letter "I" in "PLENTY QUESTIONS" at the top of the screen changes to a number 1 (one).

To finish a secret word, type a PERIOD as your invisible secret letter. For example, if the secret word is "Cow", your answers could be: "(C)Yes", "(O)No", "(W)Maybe" and "(.)Sometimes" (invisible characters in parentheses). After you type an invisible period and a Yes or No answer and hit Return, the computer will finish with an "I've Got It!", followed by "It's A Cow!" or whatever the secret word is.

If you make a mistake and have not yet typed your Yes or No answer, hit Return, and type a new secret letter. If you have already typed an incorrect secret letter and answer AND hit Return, enter a **Left Arrow** (backspace) as your next secret letter. This will ERASE the previous secret letter. In the confusion, you may wonder if you are misspelling the secret word. Don't worry too much; who says a computer is supposed to be able to spell?

If you want to start the secret word over, type a **Slash**, and all of your previous secret letters will be erased from memory.

To delay the computer's guess, enter a **Right Arrow** as your secret letter. The computer will ignore this character and let you answer another question. This is a handy feature when the secret word is very short and you want to see a few more questions.

If you don't know the secret word or if you need an escape because you are confused, type an invisible **Comma** before your answer, and the game will end with the computer guessing a random word. It doesn't hurt to have the computer guess wrong occasionally. After all, he (she?) is only human...

There are two built-in default words. The computer will guess "LIGHT BULB" whenever you type a secret **Semi-Colon**. It will guess "TUNA SANDWICH" if you enter a secret **Period** after only one question. You can set the audience up with one of these two words if you think they have figured things out. You can change these default words in program Lines 1460 and 1500. Be sure to include a period at the end of the words, like this: S\$="WORDS."

Non-Magic Mode: Sooner or later, one of your audience members will insist on typing the answers themselves, or they will refuse to tell you the secret word. If this happens, you have shown the trick once too often. Let the skeptic take over anyway. He will hit "any key" (not ctrl-A) when asked to do so, and now the computer will NOT look for secret characters. Instead, it will ask 17 questions and then make a random (and undoubtedly incorrect) guess. Explain that the computer is probably tired, and go on to the next trick. If you are experimenting with the Non-Magic Mode and wish to end before 17 questions, end any Yes or No answer with a **Period**, and the questions will stop.

Plenty Questions Command Summary

MAGIC MODE (invisible):

Secret Letters: Enter one per question before answering the question. The letter "I" in "Plenty Questions" at the top of the screen changes to a number "1" when the secret letter is entered.

Period: End secret word. Computer will guess secret word.

Comma: End questions. Computer will guess random word.

Slash: Erase all previous secret letters. Continue questions.

Left Arrow: Erase previous secret character. Continue.

Right Arrow: Delay secret letter input until next question.

Semi-Colon: End questions. Computer will guess "Light Bulb".

Period (as first secret letter): End questions. Computer will guess "Tuna Sandwich".

NON-MAGIC-MODE:

After 17 questions: Questions end. Computer will guess a random word.

Period (visible after answer): Questions end. Computer guesses a random word.



2. 21 Numbers

21 NUMBERS is another trick where an audience member can control the keyboard. Just follow the instructions on the screen.

3. Nextword

Just follow the instructions on the screen. Hit Return after each word. The secret? We're not telling...

Well, I suppose we could tell YOU. The computer starts his next word with the LAST LETTER of your word and expects you to do the same. If you're into reprogramming this, you could make his word start with the SECOND letter of your word, or the next-to-last letter, etc., etc.

4. Card Scanner

You're the magician again. Your Apple, with some help from its "Advanced Video Scanner" (people really BELIEVE this!), will read a randomly-selected playing card through the video monitor. The trick here is, first of all, to know what the card is yourself. Then, when the computer says to type "RUN", you pretend to, but you DON'T. Instead, you type the initials of the card's identity, and NO MATTER WHAT YOU TYPE, the letters R-U-N WILL APPEAR ON THE SCREEN. Here are the code letters for the playing cards:

First key ("R" appears)—

A or 1: ACE

2 through 9: NUMBER-CARD, 2 through 9

0 (zero): 10-CARD

J, Q or K: JACK, QUEEN or KING

Second key ("U" appears)—

C, D, H or S: CLUBS, DIAMONDS, HEARTS or SPADES

Third key ("N" appears)—

N: (insignificant).

For example, to indicate King of Spades, type "KSN", and hit Return. For Eight of Diamonds, type "8DN"; for Ace of Clubs, "ACN" or "1CN"; for Ten of Hearts, "OCN", etc.

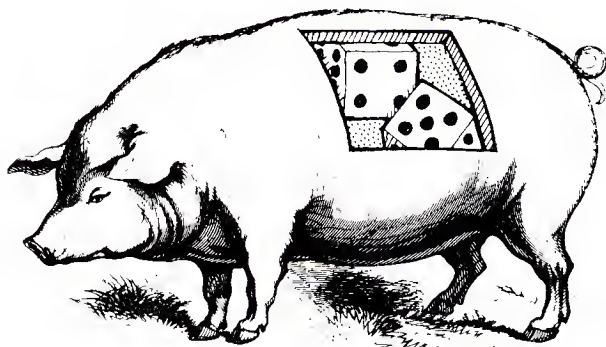
If you type an illegal code or "RUN", the computer's answer will be "Playing Card", which is indeed a correct answer!

As with any magic trick, don't overdo it! On about the third performance, people will be watching your fingers, and it's probably then time to switch to another trick where THEY control the keyboard (21 Numbers or Nextword).



Name Game

NAME GAME is a real crack-up at parties. The instructions, however, are a bore, so I omitted them.

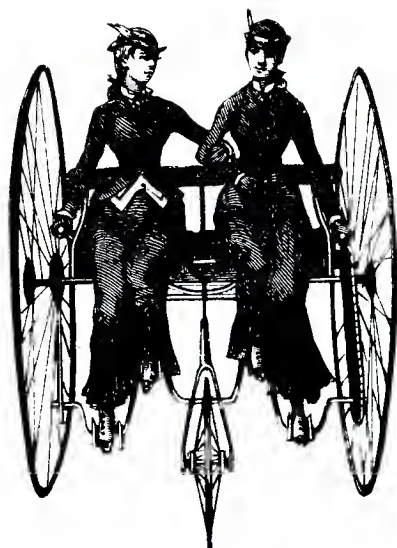


Oink!

OINK is an easy-to-play two-key game. Enter two players' names (come on, be imaginative with those names!). Press Return after each. The computer will decide who goes first.

Type "R" to roll the dice. You will be awarded points equal to the number you roll. Roll as many times as you want, EXCEPT if you roll DOUBLES (both dice the same), your turn will end, and you will lose your points for that turn.

Type "Q" to quit your turn and keep all of your points. Bonus points are offered as incentive not to quit. First player to 200 points and type a "Q" wins the game.



Pick-a-Pair

PICK-A-PAIR is a great party game that will alleviate "Computer Phobia" (a common dis-ease these days) in almost anyone. Try Pick-a-Pair with your non-typing or non-computer friends. It's easy to play and they'll like it.

Follow the screen prompts and enter two players' names. The Apple will decide who goes first. Each player in turn will be asked to select two numbers from 0 to 15. Pressing return is not necessary. Each number selected will reveal a color symbol. If the symbols match, you will be rewarded with points **TOTALING THE TWO NUMBERS SELECTED**. Therefore, it is wise to pick the high numbers first. The first player with 68 or more points wins the game!

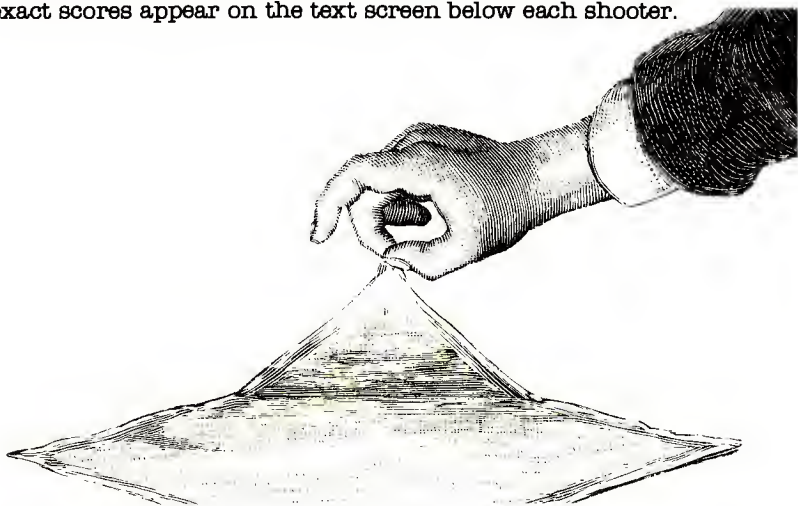


Quick-Draw!

QUICK-DRAW is a battle between two video gunmen who never miss. They are controlled by two keys; the left man by the **Z** key, and the right man by the **/?** key. You will probably need two players to play Quick-Draw, although our Uncle Louie has been known to spend hours up in the attic pitting his left hand against his right!

Press Return to start each turn. Several color symbols will flash on the screen. One will stay for a couple of seconds with the words "FIRING SYMBOL" under it. You must remember this symbol! The next time you see it, you must press your key, (Z or /?), as quickly as possible, before your opponent presses his.

The first shooter to press his key while the firing symbol is on the screen shoots his opponent. If you press your key first while any other symbol is visible, your opponent gets a free shot at you (and he won't miss!). All bullets will bounce into the bullet bucket and trigger the score accumulator. Point totals for each shot are determined by the time on the screen when the shot was fired. The faster you shoot, the larger your score for that turn. First player to 10 points wins. A rounded-off score appears on each player's hat. The exact scores appear on the text screen below each shooter.



Slippery Digits

SLIPPERY DIGITS works just like your old 16-number game. Try the "Visible" version first to get the hang of it. The **Arrow Keys** move the numbers Left and Right, and the **A and Z Keys** move them Up and Down. When a number enters its proper location, you will hear a musical "beep" (if you haven't turned off the sound).

In the Invisible Mode, each number will become visible ONLY WHEN IN THE CORRECT POSITION. Look at the horizontal color (or grey) bars at the top of the screen. These indicate the color of the number blocks that should be in each vertical row. This feature is especially helpful in the Invisible Mode.

The **"Black & White or Color TV?"** choice at the beginning of the game simply gives the number colors more contrast in Black & White, and more color in Color. Both ways, the game works the same.

The **shuffle** before each new game will take longer on some games. The computer checks after each shuffle to see if it is physically POSSIBLE to achieve numerical order. Half of the time it isn't, so it re-shuffles.

Sub Search

SUB SEARCH is a real-time search for a group of invisible enemy "submarines". Your job is to seek out these subs and capture their fuel supplies before your fuel and oxygen run out.

When you run Sub Search, your Apple will decide how many subs you are to find and determine your oxygen and fuel supplies. Press return when ready to begin your search.

Five keys control the movement of your sensor on the screen—

To move **UP & DOWN**, press the **A & Z** keys.

To move **LEFT & RIGHT**, press the **Arrow** keys.

To **JUMP 15 SPACES** (at a cost of only 10 units of fuel), press the **Space Bar**.

Each of these five direction keys only needs to be pressed once to cause movement in the appropriate direction. It's a good idea to keep your fingers on these keys during the game.

Data regarding fuel supply, oxygen supply and number of subs will be updated on the lower section of the screen.

The SCANNER is activated with an **S** keypress. Missing subs will be temporarily revealed with "blips" in the horizontal and vertical bars on the screen. Using the scanner will cost you 40 units of fuel, so activate it sparingly. After the scanner is used, press a direction key to continue searching.

The EQUALIZER converts fuel to oxygen and vice versa. Hitting **Q** will trigger the equalizer and prolong your search.

OXYGEN: Your oxygen will decrease at an erratic rate whether you are moving or not. The only way to obtain more oxygen is to use the Equalizer (Q).

FUEL: Your fuel supply will decrease one unit for every unit you move on the screen. Locating an enemy sub will **INCREASE** your fuel supply by 40 units. Using the scanner (S) will **COST** you 40 units.

FINDING SUBS: Besides using the scanner (S), invisible subs may be found by searching with your sensor, using the direction keys (A, Z and Arrows). Your sensor will leave a trace pattern so you can tell where you have searched. This trail will be erased if you use the scanner. If you encounter a sub, you will notice it in your trace pattern. You will also notice your trace pattern slowly disintegrating as you move. Do not confuse the "holes" in the pattern with the subs you are looking for.

You must land **PRECISELY** on a sub to capture it. Once captured, a sub will become visible, and you will hear one or more beeps. The number of beeps tells you how many subs have **NOT** yet been located. This information also appears on the lower right of the screen.

The game ends when you have found all of the subs **OR** when you have run out of fuel or oxygen. You will be given a final score based on the percentage of subs found times 1000, plus the amount of fuel and oxygen you have left.



TextTrain

by Bert Kersey & Jack Cassidy

TEXTTRAIN is a real-time race against a "train-time" clock. You will keyboard-control a text-format "freight train" whose "engine" and "cars" appear on your monitor as text characters— The engine is an inverse asterisk/plus, and the cars are inverse and normal letters. You control the motion of the train (**F**orward and **R**everse); the five turnouts or track **S**witches; and the **C**oupling and uncoupling of the cars.

The object of **TextTrain** is to couple together a pre-defined series of freight cars and pull them to the Check Station at the top of the track layout in the fastest possible time.

At the start of the game, you will be asked to type a word. This word must be from one to nine letters in length and contain no non-alphabetical characters and no letter "P" (explanation later). This word or series of letters will be the "train" you must create during the game. If you're a beginner, start with a two- or three-letter word. After you type the word, hit Return, and the game will start.

Your Apple will draw a track layout, scramble the letters of your word, and place them, along with several random letters, on the layout as freight cars. Notice that the clock starts running immediately from time 0:00. The clock runs quite fast to make up for the small scale of the train (as good an explanation as any!). Above the clock is a representation of the train you must create. On the track, you will see the engine, always an inverse two-character car. The front (asterisk) of the engine flashes while it is idling. The plus-sign is the back of the engine onto which are coupled a few cars (letters). The Freight On Board (F.O.B.) Chart at the left shows what's in the cars.

While the train is idling, you are in the "Command Mode". The commands available to you are displayed at the bottom of the screen. The **F**, **R**, **C** and **S** keys are the only keys that will do anything in this mode, except the **asterisk** (shifted-colon) key, which will end the current game. The asterisk option is not displayed on the screen.

FORWARD and **REVERSE** motion is initiated by pressing **F** and **R**. Try it. To **STOP** the train, hit any key except **F** and **R**. The

SPACE BAR is the most easy-to-find "brake" key. It is permissible (and often very efficient) to hit ANY of the Command Mode keys (F, R, S or C) to stop the train.

As the train travels around the track to the top straightaway, its string of cars will read backwards. The order of cars you will be concerned with is FROM THE ENGINE BACK. Notice that the trains "+HARVEY" and "YEVRAH+" are the same.

SWITCHES are thrown by first pressing the **S** key. When you hit S, all five switches will light up with numbers. To throw a switch, simply press the appropriate number key. If the switch is "open", it will "close" and vice versa. Any key other than 1, 2, 3, 4 or 5 will put you back in the Command Mode. If a car is on or near a selected switch, you will be warned and returned to the Command Mode. Keep an eye on the switches as your train moves. Your train will **DERAIL**, thus ending the game, if it encounters a closed switch!

COUPLING and UNCOUPLING are initiated with a **C** keypress. After hitting C, you will be asked how many cars you want behind your engine. This must be a number from 0 (engine-only, no cars) to 9. No train longer than nine cars (plus engine) is allowed. You **MUST** enter a proper one-digit number to get out of the Coupling Mode. To couple cars onto your train, you must **BACK YOUR TRAIN** into them. Your train will automatically stop, and you will be put in the Couple Mode.

YOU CANNOT COUPLE CARS ONTO THE FRONT OF THE ENGINE. An attempt to do so will derail the train and end the game! The same misfortune will occur if you forward OR reverse into the siding bumper (just under the clock). You must stop **BEFORE** you reach the bumper, or you crash!

The Freight-On-Board (F.O.B.) Chart identifies the cars the engine is coupled to. Each car's letter stands for the cargo of the car— B for Boxes, K for Kites, etc. If the cargo word on the F.O.B. Chart has an asterisk by it, it is one of the cars you need to finish your train. As far as game strategy goes, you may ignore the F.O.B. Chart. If you want, change the set of words in the TextTrain listing (Lines 2070-2110) to suit yourself.

To successfully finish a game, you must drive your completed train **COMPLETELY INSIDE** the Check Station and **STOP**. (Note: You also may drive **THROUGH** the Check Station or stop there any time you want.) If you do stop, your train will automatically be inspected for a modest fee. If your train consists of the correct freight cars **IN THE CORRECT ORDER**, your time will be noted and compared with the best time so far for the current set-up. From the second repeat game on, the best time so far will be posted under the clock. When a game ends, you will be given three options. An asterisk will end the game. **ESC** will let you type a new word and clear previous times from memory. Any other key will start a new game with the same set-up as the previous game.

Why no P's in TextTrain trains? It's pretty technical, but if you're interested, the program uses Applesoft's SCRN() function to look for clear track (spaces) in front of the engine as it moves ahead. If no space is found, it's derail time. The letter "P" just happens to be the same lo-res color (O-Black) in it's upper half as the space character. To distinguish a "P" from a space, the engine would have to look at the bottom color of each character in front of it as it traveled (space's bottom half is 10-Grey and P's is 13-Yellow), but this would slow things down considerably (I know; I tried!). So no P's, o.k.? One Beagle Bros Tip Books (I can't remember which One) explains more about colors and Apple text characters. The "Railroad Regulations" explanation in the game (if you try to enter a "P") might make more sense.

Strategy is important for fast TextTrain times. Think ahead and look for pairs or other groups of cars that can stay coupled together. You can save time by going directly to Switch or Couple Modes by hitting S or C while the train is moving. Experiment with different methods, and have fun!

Triple Digits

TRIPLE DIGITS is for two players. Each is dealt the same thirteen digits (0, 0, 0, 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9). One player plays black numbers, the other plays white. The numbers are to be placed one at a time in an UNOCCUPIED SQUARE on the screen. Follow the computer's instructions for playing numbers.

You will notice approximately 20 squares blocked with :::s. These squares are NOT usable unless they become unblocked. The computer blocks and unblocks squares at random between turns.

Scoring is done by placing 3 OR MORE of YOUR digits in a row—

HORIZONTALLY, reading Left to Right, or...

VERTICALLY, reading Top to Bottom, or...

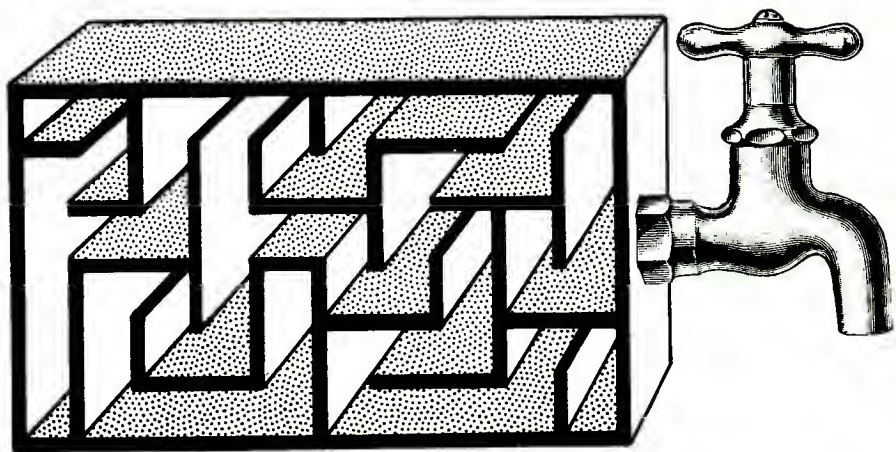
DIAGONALLY-UP, reading Left to Right, or...

DIAGONALLY-DOWN, reading Left to Right.

For example, a 9-3-2 will give you 932 points; 0-5-0 will give you 50, etc. Use your numbers strategically for highest scores or to block your opponent from scoring. It is desirable (and profitable) to score in two or more directions on the same turn.

Every score will contain the digit you just played and two adjacent digits (THREE-TOTAL, no more). If there is more than one way to add a score in any one direction, the computer will pick the HIGHEST POSSIBLE combination. Say you added a 3 to make a 4-1-3-2 string of numbers. You will get 413 points, not 132.

The game ends when all numbers have been played, OR if a player gives up and types a "Q" at the start of a turn. The player with the higher score wins.



Wowzo

WOWZO is for two players, but don't let that stop you from playing against yourself! Before the game starts, some probing questions will be asked of you. Type your answers and hit Return after each.

NAMES OF PLAYERS: If your name is FRANK and you prefer DARTH or PRUNEFACE, by all means, use it. The second player's name will be rejected if it has the same first three letters as the first player's name. You'll see why later.

LEVEL OF DIFFICULTY: Selecting 1, 2 or 3 will control the speed of the game clock and the time limit between moves. Beginners should use 3. Give 1 a try too; it's fun!

KEYWORD: Enter any 5-letter word or series of letters with NO REPEAT CHARACTERS. Then hit Return.

The object of Wowzo is to move your "man" (the first three letters of your name) through the maze and land on ALL FIVE of the keyword letters before your opponent. There is no "beginning" and no "end" to the maze. After you enter a legal keyword, the Apple will place its letters in random maze positions and place the first three letters of each player's name in the upper left corner. These three letters are the players' "men".

The computer will decide who goes first— let's say George. "GEO" will flash in the maze, and the computer will print "George's Turn—Which Direction?", or "...Which Gate?". You, George, must respond accordingly before the timer reaches zero. Assuming time doesn't run out, on each turn you will move at least one gate AND move your piece at least once, but NOT NECESSARILY IN THAT ORDER.

WHICH DIRECTION? To move your man in the Wowzo maze when you are asked "Which Direction?", press a key—

To move **Left or Right**, press an **Arrow** key.

To move **Up or Down**, press the **A** or **Z** key.

Your man will move in the direction chosen until it encounters a maze wall OR a keyword letter. In either case, it will automatically stop. If you land on a letter, whether you need the letter or not, you get another turn. If you hit a wall without encountering a letter, your

turn is over unless you haven't moved a gate...

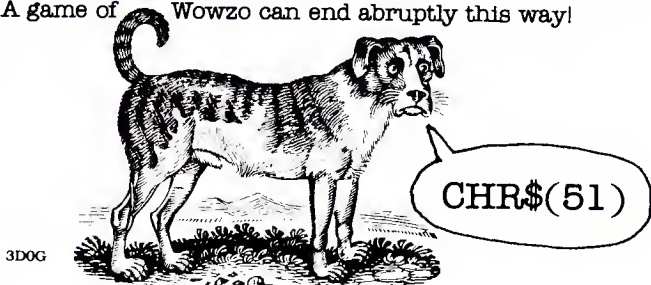
WHICH GATE? Any gate may be moved on any turn. When the computer asks "Which Gate?", press a gate letter. The appropriate gate will pivot 90-degrees. Don't press Return.

COMPUTER GATES: After each player's turn, just to make things more interesting, the computer will move two randomly-selected gates.

When you land on a letter, the following happens: **a.** You will be credited with the letter on the scoreboard (if you don't already have the letter). **b.** The computer will replace the letter somewhere else in the maze. **c.** You will get a BONUS TURN; another GATE and MOVE.

If time runs out during your turn, you will be sent, via Air Mail, to the upper left corner of the maze, and your turn will end. Period.

Wowzo Strategy: The most obvious defensive strategy is to use the gates to seal off your opponent about ten miles from the nearest letter that he needs. Also, use already-landed-on letters for extra mileage via bonus turns AND to remove a letter from your opponent's path. Try to line up with several letters and grab them all in one turn. A game of Wowzo can end abruptly this way!



Plus...

Some of these programs have been gathering dust around here for years (a couple of them probably should have STAYED here). Some of these relics won't appear in the Short Menu until you catalog the disk.

DATE SEARCH is my favorite, I suppose. Even though it isn't really a game, people get a kick out of it. The only good thing I can say for **CROSS WORD** is that it lives up to its name. **OINK** is explained fully on page 13. If you use one of the names from **BABY NAMES** for your kid, please contact our lawyers (Legal Brothers) concerning royalty fees.

PACK MY BOX is a challenge that will probably never be met, but let us know if you do! **POLY-DICE** is fun if you're a statistics nut— You may want to expand it to roll more dice (how about all night long?). I can't BELIEVE how long people will play **NAME GAME**. See page 13 for more details. Every Apple owner should have a copy of **TEST PATTERNS** (although it could get expensive). And PLEEE-EEEEEASE don't phone the Beagle Building saying your copy of **NAKED CITY** doesn't work; it's SUPPOSED to do that! Secretly load it into a friend's Apple, and stand back and watch...

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VOLUME 0, NUMBER 255

"ALL THE NEWS THAT FITS"

OCTOBER 1984

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